


- 0- a start
- 1- a game
- 2- in assembly code
- 3- worthy
- 4- Visionary- Avatar, Virtues
- 5- Better storytelling
- 6- A great twist
- 7- Beautiful new beginning
- 7SI- Well done
- 8- Unfinished
- 9- Eventually Great despite EA’s resistance
- UO- The dawn of MMO’s, “shards”, Sandboxes, etc

[Traducir Tweet](#)

**==(UDIC)==** @ultimadragons · 3 dic. 2019


Fill in the blanks:

Ultima I is __
Ultima II is __
Ultima III is __
Ultima IV is __
Ultima V is __
Ultima VI is __
Savage Empire is __
Martian Dreams is __
Ultima Underworld is __
Ultima VII is __
Ultima Underworld II is __
Serpent Isle is __
Ultima IX is __
Did not play __ [twitter.com/SarahLesBeans/...](https://twitter.com/SarahLesBeans/)

2:48 p. m. · 4 dic. 2019 · Twitter for iPhone

67 Retweets **8** Tweets citados **322** Me gusta








Xorinite Wisp @XoriniteWisp · 5 dic. 2019

En respuesta a [@RichardGarriott](#)

I think it speaks volumes that you think U9 was great, but Serpent Isle merely "well done". :(

 1   



Richard Garriott 
@RichardGarriott · 5 dic. 2019

Not sure why you have a beef with my own opinion of my own/teams work... I am a fan of SI, but as it was a story swap out of U7 part 1, it doesn't fit into the major milestone list in my mind. U9 was forced out early with problems, but I think the patches made it extremely good.

 1   3 

Personas relevantes



Richard Garriott 
@RichardGarriott

Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in [#SotA!](#)





==(UDIC)==
@ultimadragons

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